

# ROCK RAIDERS vX - UPDATE NOTES

(Last version presented at E3 - 12-05-99)

## What's new in this version...

### Controls

'O' is shoot

'Start' toggles pause.

### Graphics

- Rock Monster has been redesigned to look more bulky and threatening; the angular nature of the 'old' version's face has been eliminated.
- New Rock monster texture, with more variety and contrast, marbled effect, new red eyes.
- Translucent radar screen, which can be slid on- and off-screen at the player's command.
- Pusher Gun ray (please note that this is not a finished graphic - it's intended that the circles will 'grow' from the player character's gun and form a cone-like beam).
- Main selection menu – pad to select any option
- Character selection screen – spot light moved with cursor to select any of the team.
- Options screen – set levels with the pad.
- Mission brief screen – text print, graphic display, key press.
- Scrolling multiple level select screen – text display – all levels choosable.
- Multiplayer select screen.
- Start of game plays the Lego Media animation, using PSX format.
- Tunnel transport water scoop model (not textured yet)
- Tunnel transport pick up on swinging rope animation for all vehicles and the rock raiders rescued on a rope, this will be a objective on some missions.
- Health bars – creatures, rock raiders, vehicles. These automatically appear when they are hit and then they gradually fade out over 2 seconds.
- Damage points, are shown as a translucent number over the damaged unit, they number drifts up from the unit, growing in size while fading out.
- Teleport out animation, when a rock raiders health is at 0
- Rock whale graphic animations have been made more varied.
- Slug character – we have animations for
  - Sleeping
  - Attacking
  - Looking for target
  - Running
  - Turning
- Rock raider mini-figure animations

- now has 8 rather than 4 drilling directions,
- it has a hit by creature animation
- It has a new run animation
- It has a half in water animation
- It has a jump animation
- It has a jump for joy animation (when collected something)
- All these have been pallettised, so we can choose any of the Rock Raider teams and they will have different tops, and legs.
- An extra decal has been added to the fronts to identify the direction they are facing, especially useful when in two player mode.

### **Sound**

- No major additions.

### **Gameplay Features**

- The accuracy of the rock raiders on foot has partly been re-coded, as the 'none-blocky' landscapes, resulted in some over-lap with units on Lava showing collision on solid land and – the pixel perfect, more accurate collision, will allow the player more control and arcade levels to be designed.
- Player character can fire Pusher Gun,
- Ammunition is limited and reduced as the player shoots, this stops when the ammo runs out.
- All the small units receive damage and get pushed away
- Rock monsters receive lower damage points.
- Rock monsters chase vehicles and rock raider mini-figures
- Rock monsters try and jump on rock raiders – and they inflict damage.
- Small creatures chase after rock raiders and inflict damage.
- Player character, vehicles and monsters now have individual energy bars, which decrease as they take damage. When reduced to 0 the unit stops attacking.
- Radar, which shows monsters as red blips, vehicles as blue blips and collectibles as green blips. This is orientated to character direction, and fades out as the units near the edge of the radar.
- Tunnel Transport (large helicopter) is able to lift/drop vehicles and carry them across the landscape. It can drop them down, and they are then available to be used by the rock raider on foot, so vehicles useful to the player can be carried to where the rock raider requires them.
- Tunnel transport has collision with the tunnel walls, when carrying any payload on a rope, restricting the player to carrying loads through the tunnel network.

- The bucket scoop can be dropped in the water, it fills with a water texture to show it is loaded. It can then be dropped onto the Lava, and it will change it to solid rock. This creates bridges or footpaths for the vehicles or mini-figures to get across the Lava.
- Two-player mode up and running, but not yet finished - intended only to give an idea of how this feature will work.
- The effect of co-operative drilling halves the time to dig away walls, this encourages co-operative play. One player can defend while the other drills.
- The Camera in two player mode is automatically adjusted to keep central to the two rock raiders, on foot or in vehicles.
- Two player movement is restricted to the outer-screen edges, so they are both visible, and the players are encouraged to work together.
- Pause mode is inside the game, also features CD audio track select.
- Rock Whale movement routines are all active, it moves forward, turns, settles down and gets up. (These routines are in, but are not activated by the gun yet)

### **Gameplay checks**

- The men and vehicles are restricted from moving over the 'top' of the tunnels
- The rock raider mini-figures when exiting a vehicle will now choose the best position to stand and not always exit to the top right hand corner.
- Men can not be dropped on the top of tunnels

### **Missions**

- Level maps for six test missions have been implemented (please note that as all gameplay features have not yet been implemented these aren't 'playable' as such, and that these levels may not make it to the final game – these are selectable from the menu screens.

### **Changed Features**

The Electric fences may not be in the finished version.

The 'Robo-suit' and 'bulldozer' do not have a specific or unique purpose in the game and may be omitted from the finished version.

### **Construction**

There will be a number of Lego '8 stud blocks' or special pieces like the 'Drill bit' lying around the levels. These can be collected in the usual way. They can be exchanged at the end of a level to create a new building, which will then be displayed on the next level, or for a new vehicle which will be available in a following level.